

THE MANY FACES OF GO

VERSION 9.0



USER GUIDE



ISHI PRESS
INTERNATIONAL

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QUICK STARTING THE MANY FACES OF GO

The Many Faces of Go includes one high density 3-1/2-inch floppy. The *Deluxe Add-On* includes another high density 3-1/2-inch floppy. If you require a different diskette type, please contact customer service at Ishi Press International. See page 22 for minimum and recommended system requirements for running *The Many Faces of Go*.

Before you attempt to install *The Many Faces of Go* on your hard disk drive, be sure to make back-up copies of your floppy disks.

To install *The Many Faces of Go* onto your system, use the following procedure:

1. Insert your program disk into drive A.
2. Type: A:\INSTALL and press return.
3. Follow the simple directions given by the installation program.
For detailed instructions on installation, see page 22-23.

The Many Faces of Go is now installed on your system in the directory \MFGO3. To run the program, use the following procedure:

4. From any directory, type: MFGO and press return.
Alternately, CD \MFGO3, then MFGO. To start the *Deluxe Add-on*, instead type DELUXEGO.
5. You will first see one or more introductory screens. Press any key until you reach the setup screen. The setup screen allows you to configure *The Many Faces of Go* so that it works best with your system's configuration. For more information on setup options, refer to the section on how to play *The Many Faces of Go*.
6. To select the default settings and begin a game, point the mouse at the Play Go option click on the mouse button. Or use the F9 function key.
7. To place a stone on the board, use either the cursor keys or the mouse to point to the desired intersection. Then either press return or click the mouse button.

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INTRODUCTION

Go is a game that will bring you a life time of pleasure. The stronger you become, the more you will enjoy it. The most important thing in becoming a strong player, however, is finding opponents to play with. Fortunately, Go is now available on computer.

The Many Faces of Go, a powerful computer Go program, introduces you to the ancient and mystic game of Go. Together with your computer, you'll encounter the limitless challenges posed by the world's oldest game.

The Many Faces of Go is equally an instructional tool and playing partner for beginners and a learning tool for experts. Its tutorials are designed to introduce you quickly to what you need to know to play well. *The Many Faces of Go* can show you the standard moves in any situation, or give specific hints on how to play. Improve your skills by studying specific Go problems. Its flexible computer opponent lets you select the level of difficulty by specifying playing level, board size, and handicap. Use *The Many Faces of Go* to study the games of the masters and watch how the strategies of the world's best players unfold. All you need to become a Go expert is *The Many Faces of Go* and an IBM PC computer or compatible. For optimum play, a 386 or better CPU is recommended, along with at least 1 MB of RAM.

Step now back in time nearly 4,000 years to discover *The Many Faces of Go*.

If you are already familiar with the game or simply wish to jump in and begin playing immediately, refer to the "Quick Start" section at the beginning of this manual. When you want more detailed information on how to play *The Many Faces of Go*, along with a complete explanation of all the rules of the game, refer to the appropriate sections in this manual. You will also find a complete explanation of how to use the program as an opponent, tutor, game viewer and problem presenter, plus background information on the game and the program. The *Deluxe Add-on* adds many features for advanced advanced players: a game editor, joseki tutor, fuseki library, problem solver, play-by-modem, and over one hundred professional game commentaries.

A HISTORY OF GO

The origins of Go are shrouded in the mute and misty past of ancient China. Several conflicting legends attempt to explain its invention, which was at least 3,000 and perhaps as much as 4,000 years ago. One of these legends has it that Go was invented by the Emperor Yao, who ruled from 2357 to 2256 B.C., as an amusement for his idiot son. A second claims that the Emperor Shun, whose reign lasted from 2255 until 2205 B.C., created the game in the hope of improving his weak-minded son's mental prowess. A third says that one Wu, a vassal of the Emperor Chieh, ruler from 1818 until 1766 B.C., invented Go, as well as games of cards. A fourth and the most likely legend suggests that Go evolved out of a method of divination practiced by kings and shaman astrologers approximately 1300 to 900 years before Christ in the Chou culture of the Wei River basin — the ancient heartland of China known as "within the Passes." One of these methods is believed to have entailed the casting of black and white counters or pieces on a square board, called a diviner's plate, which was marked with astrological and geomantic symbols.

Some fundamental Go terms still in common use today have astrological meanings. In Japan, for example, the center of the board is called *tengen*, which means "axis of heaven." The eight specially marked key points near the perimeter are called *hoshi*, or "stars." In addition, the four quarters of the board represent the four seasons and the number of intersections represent the days of the year. The black and white pieces played alternately on the board are linked to the eternal alternating influences of Yin and Yang.

Go first began to enjoy prestige in China around 200 B.C. It was especially cultivated by Chinese literati, who discovered intellectual and moral values in it. But between strict Confucianists and Taoists there was a long-standing quarrel about the value of Go in relation to the state. To Confucianists, Go served no public need and therefore was a waste of time. To the Taoists, Go was a voyage of self-discovery, valuable precisely because it did not concern itself with material gain.

Taoism was in great favor during the T'ang dynasty (618-906 A.D.), and it was about this time that Go came to be counted as one of the "Four

Accomplishments" of a gentleman-scholar. The other three, the lute, calligraphy and painting, are known in Japan as *Kinki shoga*.

From China Go spread throughout the orient, first to Korea, then to Japan. Chinese government officials took the game with them to Korea after that country became part of the Han empire in the 2nd century A.D. There too it became the pastime of the intellectual classes. In the 5th and 6th centuries there was an almost constant stream of political, military, commercial and private traffic between Korea and Japan. Along with it came a wave of Chinese cultural influence, including Chinese philosophy, Buddhism and medicine. The game of Go must also have been transmitted at this time, if not earlier.

Despite the evidence supplied from Chinese historical records, the popular belief in Japan is that Go was brought directly from China in the year 735 A.D. by an aristocrat named Kibi no Makibi, popularly known as Grand Minister Kibi. He was sent to the T'ang capital of Ch'ang-an with a commission from the Emperor Shomu's daughter, the future Empress Koken, to bring the best of T'ang learning back to Japan. After 18 years in China, Kibi returned to Japan with the fruits of almost two decades of experience, learning and, it is thought, knowledge of Go.

Although Kibi did not introduce Go to Japan, he was responsible for helping it to achieve the great prestige it enjoys there.

After its initial introduction into Japan, Go was played in only restricted circles, first finding favor with the Japanese nobility during the 8th century. It did not become a genuinely popular game until the 20th century. The earliest known Japanese book about Go is *Go Shiki*, which means "A Method of Playing Go," and is said to have been written in 913 A.D. by a monk named Tachibana Kanren at the request of the Emperor.

In the 12th century, Japan's warrior class decisively supplanted the aristocracy as the effective rulers of the country. For the next five centuries, a period of almost continuous warfare, the game was highly regarded because the warrior generals believed that the study of its tactics and strategies was good moral and intellectual training for the operations of armies in the field. Many great warlords kept a teacher-in-residence, usually a lay monk, to provide instruction for the warlord and his officers.

In the late 16th and early 17th centuries, Go enjoyed increased favor thanks to a succession of three powerful Japanese warlords, who were devotees of Go. The first, Oda Nobunaga, was a player and encouraged his lieutenants to study Go. His teacher was a high ranking Nichiren Buddhist monk named Nikkai, who had learned the game in childhood and was considered to be the leading Go player of his day. On one occasion while Nobunaga was watching him play, Nobunaga was moved to exclaim *meijin*, which means brilliant man. This expression was later adopted by the Go playing community as an official title and the highest honor a player could achieve.

It is said that, when Nobunaga was staying in the Honnoji Temple in Kyoto in 1582, he watched Nikkai play what is now a famous game with his main rival, Kashio Rigen. During the course of the game, a triple ko arose, which led to the game's being declared a draw. The night after the game, Nobunaga's ally, Akechi Mitsuhide, rose up in rebellion and succeeded in killing Nobunaga. Thereafter, a triple ko has been regarded as an ill omen, and games in which triple kos arise are declared void.

The second warlord, Toyotomi Hideyoshi, succeeded Nobunaga. In 1588, he sponsored the first Go tournament, to which all the leading players were invited. Kikkai won this competition and Hideyoshi decreed that from then on, his challengers should always take black, or a larger handicap. Hideyoshi also awarded Nikkai a stipend, which soon proved to be the first step toward the establishment of Go as a profession in Japan.

The third warlord, Tokugawa Ieyasu, assumed the Shogunate in 1603. He united Japan and moved the seat of government from Kamakura to Edo (as Tokyo was then known). One of his early acts was to call Nikkai out of retirement in Kyoto and set him up in Edo as *godokoro*, the head of a new government office regulating the development of Go. That same year, the Tokugawa government began awarding stipends to leading Go players and instituted the annual Oshiro Go (castle games) played in the presence of the Shogun. These moves created a class of professionals who were able to devote their lives to study and teaching. The result was that during the next two and a half centuries, a succession of brilliant theoreticians raised the level of play far beyond what it had been before.

Meanwhile, Nikkai took the name Honinbo Sansa, thereby founding a hereditary line of players that continued down to the 21st Honinbo, who died in 1940.

The history of Go in Japan runs parallel with the spread of learning and culture through the hierarchies of Japanese society. Beginning with Buddhist monks and nuns, it was adopted in ever-widening circles, first by the nobility, then by the warriors and finally by the middle classes.

Although Go was always esteemed by the upper classes in China and Korea, it was in Japan that it achieved its highest level of play and became popular among the widest public.

While Go has enjoyed popularity in the Orient for thousands of years, it is only within the last few hundred years that it has begun to penetrate into the West. Several descriptions of Go were published in Europe during the 17th century in Italian (1610), Latin (1615), German (1616), English (1617) and Dutch (1665). However, these texts only describe the game. They did not show their readers how to actually play. It wasn't until the late 19th and early 20th centuries, that texts on how to play appeared. The first, by Otto Korschelt, was in German and was called *The Theory and Practice of Go*. The first English language text was *The Game of Go* by Arthur Smith, published in 1908. The founding of Ishi Press in 1968 marked the first time that an ongoing source of materials about Go became available to western players. There are now many useful books in English on all aspects of the game. See Appendix C for a partial list.

Professional Go in its current form was born in Japan, and Japan continues to be its primary home, although Go is also played professionally in China, Korea and Taiwan. However, most professional Go players in Japan earn their living by teaching Go. In Korea, Go has been played professionally only since 1956. There, Go has been traditionally regarded as a pastime or gambling game, but in 1980 it was officially recognized by the government as an important cultural asset. There are now amateur Go organizations in most western countries, and these sponsor local, regional, and even international Go tournaments for players of all strengths. You may contact Ishi Press for the address of the club nearest you (See also Appendix D - Other Resources, page 54).

Go Equipment

The equipment with which Go is played is steeped in tradition. The size of the board and stones and the materials used to make them have remained unchanged for centuries. Modern technology has had little effect on boards. The best boards are still hand made by master craftsmen who have inherited their art from their fathers.

The finest Go boards are made from the highly lustrous, close-grained wood of 700 to 1,000 year-old Japanese kaya (*Torreya nucifera*) trees. This yellow wood is ideal for Go boards because its color harmonizes with the black and white stones, and because it produces a pleasing “live” sound when a stone is resolutely placed on the board.

The white Go stones are traditionally made from clam shells that come from a place called Hyuga in Miyazaki Prefecture in Japan. As with kaya trees, however, these clam shells have become very scarce and very expensive with the result that clam shells from Baja California in Mexico are now being used to make good-quality shell stones at a fraction of the cost of a set of stones from Hyuga. The black stones are traditionally made from slate.

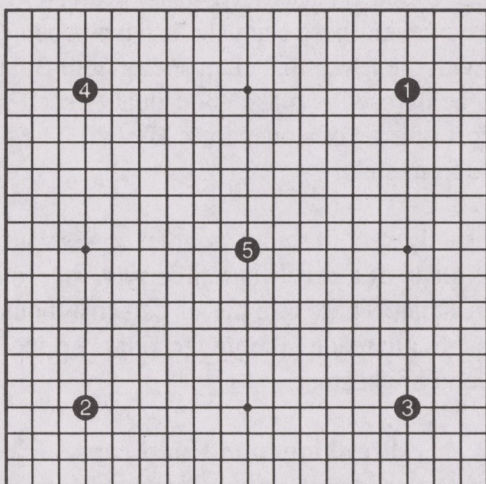
Stones are usually kept in round wooden bowls with lids. The most prized bowls are made of a beautiful mulberry wood, found only on Miyake Island in Japan. These rare pieces can cost thousands of dollars. Most bowls, though, are made of more reasonably priced woods, such as keyaki, cherrywood or chestnut.

Rankings and Handicaps

The amateur ranking system used by Go players works as follows. Beginning players are assigned the rank of 30 kyu (pronounced “kyew”). As they learn more of the basic techniques of the game, they rapidly advance up the kyu ladder until they reach about 20 to 15 kyu. This rapid advance assumes, of course, that they both study and play a few times a week for about two months. From 10 kyu up to 1 kyu, progress is usually much slower. Once an amateur becomes an expert player, he receives the rank of 1 dan, or shodan in Japanese. (Dan is pronounced dahn.) Amateur dan rankings go as high as 7 dan. Professional rankings run from 1 dan to 9 dan, but they are on a different scale and so do not correspond in strength to amateur ranks.

The handicap system in Go gives weaker players a realistic chance of winning when playing stronger opponents. When players of different ranks have a game, the stronger player always takes the white stones, which automatically allows the weaker player to move first. Any additional handicap is determined by the difference in their ranks. For example, if one player were a 15 kyu and the other 10 kyu, the 15 kyu player would play black and receive five handicap stones, which would count as the first move. Likewise, if a 1 kyu player were to play against a 3 kyu opponent, the 3 kyu player would receive a two-stone handicap.

Once the number of handicap stones has been established, they are placed on the board. The following example shows the placement of stones for a five-stone handicap.



Go and Intelligence

It is only recently that the educational value of games and their role in developing intelligence in children have come to be appreciated. A number of studies in the West have shown that playing chess aids the early development of the brain, gives social and character benefits to its young players and contributes to overall classroom performance.

A number of Japanese psychologists have done extensive testing of young children who play Go. Their research has led them to believe that studying Go is the best way to develop a child's innate abilities. The strategy of Go is global in scope—action that takes place on one part of the board affects every other part of the board. In contrast, a child's view of the world is narrow, but according to one of these researchers, when taught to play Go, the child quickly starts to develop a broader vision of the world with respect to himself.

One of the unique aspects of Go is the necessity of using both your intuitive and analytic functions. In the early stages of the game, there are so many possible ways to play that no one can say for sure that one of a number of plausible moves is any better than another. There are, of course, strategic principles that can guide the player, but even the strongest players must ultimately rely on intuition. As the game progresses, however, analytical ability becomes more and more important until in the final stages of the game, it is the overriding factor.

HOW TO PLAY GO

The object of Go is to gain control of territory. In many ways it resembles land warfare. There are border clashes and invasions; enemy forces can be surrounded and captured; groups of stones can be cut off, pursued and cornered; and there are feints, probes and ambushes. At the same time, Go has an architectural quality. The player tries to build well-designed, efficient, strong positions. Good players tend to arrange their stones in visually appealing shapes. So, in contrast to most other board games, Go is more of a constructive game than a destructive one.

Tips for Beginners

Go is played on a square-ruled board with a set of lens-shaped black and white disks, called stones. The full-sized board has 19 vertical lines and 19 horizontal lines.

As a beginner, you should try to play a number of games on a 9x9 board until you are completely familiar with the rules and the method of counting the score. After that you might want to play a few games on a 13x13 board before finally graduating to the 19x19 board. Playing games on the smaller-sized boards is the quickest way to learn, because you can acquire a lot of experience over many games in a very short period of time.

After you have learned the rules and have played a number of games on smaller boards, the easiest way to make the transition to the standard 19x19-size board is to play handicap games with stronger players. Handicap games are the best way to learn the strategy and tactics of the game on the full-size board.

Experience is very important in learning the game, but you will make even faster gains if you also study Go from the many books that are available.

Finally, the study of completed games — both your own and those of other players — will be of great value in improving your Go game. By studying your own games, with the help of stronger players, you will be able to pinpoint your blind spots and weak points. And from the study of

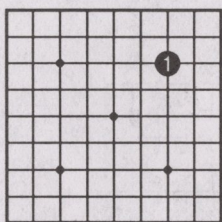
master games, you will get many new ideas and learn many techniques that you will be able to incorporate into your own games. You will also unconsciously improve your Go style and develop your intuition.

All this may make learning Go sound very complicated, but in fact, you can quickly learn the nine simple rules and begin to enjoy the game in a very short period of time.

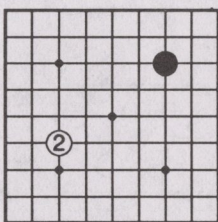
The Rules

1. The board is empty at the outset of the game.
2. Black makes the first move, after which white and black alternate. (Any handicap stones to be placed on the board are counted as black's first move.)
3. A move consists of placing one stone of your own color on an empty intersection of the board.

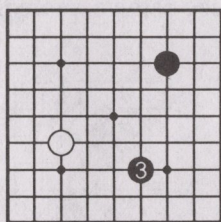
Diagrams 1 through 3 show a typical opening on a 9x9 board. Once played, the stones stay where they are (unless removed by capture). They cannot be moved to other points. It is legal to play on the edge. Except for the minor exceptions outlined in rule 6, the move is unrestricted. You may play on any empty intersection.



Dia. 1



Dia. 2

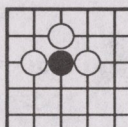


Dia. 3

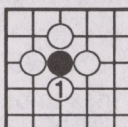
4. A player may pass his turn at any time. Passing occurs only near the end of the game.

5. A stone or a solidly connected group of stones of one color is captured and removed from the board when all the intersections directly adjacent to it are occupied by the enemy.

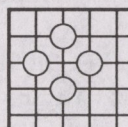
Diagram 4 shows that white stones occupy three of the four points directly adjacent to the black stone (i.e., three of its four liberties). The black stone is said to be in atari. Diagram 5 shows that white can capture the black stone and remove it from the board by occupying its last liberty. Diagram 6 shows the result of diagram 5. Captured stones are kept separately (customarily in the container lids).



Dia. 4

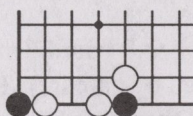


Dia. 5

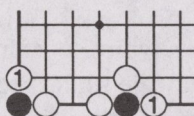


Dia. 6

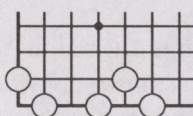
Diagrams 7 through 9 illustrate capture on the edge and in the corner.



Dia. 7

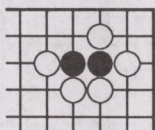


Dia. 8

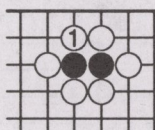


Dia. 9

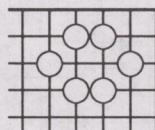
Diagrams 10 through 12 show a solidly connected group of two stones being captured.



Dia. 10

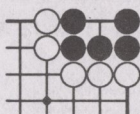


Dia. 11

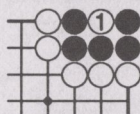


Dia. 12

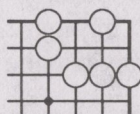
A solidly connected group of five stones is being captured in diagrams 13 through 15.



Dia. 13

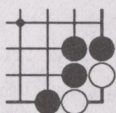


Dia. 14

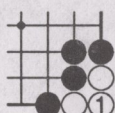


Dia. 15

It is not possible to capture your own stones. In diagrams 16 and 17, white ①, taking his own last liberty, is illegal.

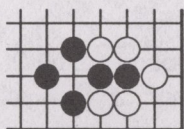


Dia. 16

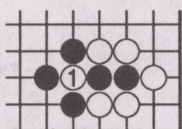


Dia. 17

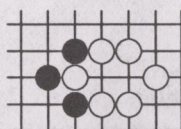
Capture of the enemy takes precedence over self-capture. Diagram 18 shows a possible situation. When white ① is played in diagram 19, for example, neither it nor the two black stones to its right have any liberties, but it is the black stones, rather than white ①, that are captured (as shown in diagram 20).



Dia. 18



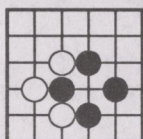
Dia. 19



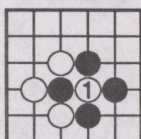
Dia. 20

6. No former board position may be recreated. In other words, every move must create a new position.

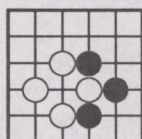
The main effect of this rule is to prevent endless cycles of capture and recapture in so-called “ko” positions such as the one illustrated in diagrams 21 through 23. Suppose it is white’s turn. White can capture a black stone by playing ①.



Dia. 21

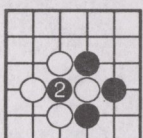


Dia. 22

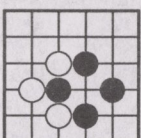


Dia. 23

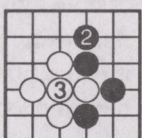
The result is shown in diagram 23. If black were to illegally recapture with ②, as shown in diagram 24, the result (diagram 25) would be the same board position as in diagram 21. By rule 6, this is not allowed, so black must play ② somewhere else. For example, black could play ② as shown in diagram 26. That would give white the chance to connect at ③ if he wishes.



Dia. 24

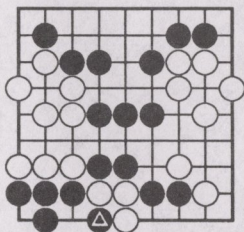


Dia. 25

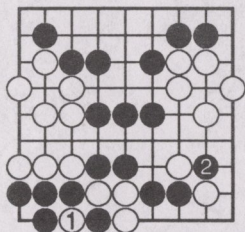


Dia. 26

In diagram 27, a ko fight is about to take place around the black $\triangle$ stone, which is in atari. In diagram 28, white captures with ①. Black cannot immediately recapture, because that would recreate the board position of diagram 27, so he plays elsewhere. Black ② is called a ko threat.

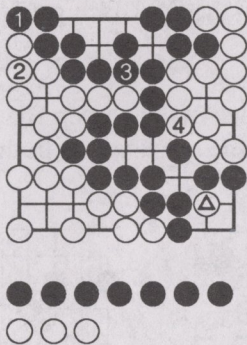


Dia. 27

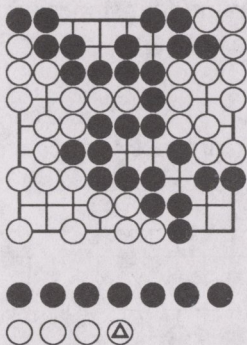


Dia. 28

Diagrams 32 through 36 illustrate the endgame. Diagram 32 is the ending of a hypothetical game in which black has lost seven prisoners and white has lost three. (Prisoners are kept separately.) Black ⑤ and white ⑥ are passes. The triangled stone ④ in diagram 32 is dead. It cannot avoid being captured. Therefore it is removed from the board as a prisoner (diagram 33).

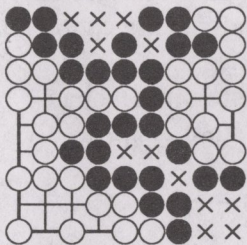


Dia. 32

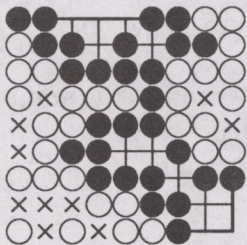


Dia. 33

In diagram 34, black has surrounded the vacant points marked “×”. Surrounded points are called territory. Diagram 35 shows white’s territory.



Dia. 34



Dia. 35

THE MANY FACES OF GO

release 3, version 9.0

This part of the manual is divided into two sections. The first section describes how to use the basic features of *The Many Faces of Go*: Installation and Setup, Playing Go, Using the Tutorials and Problem Sets, and Viewing Game Commentaries. The second section describes the advanced features of the *Deluxe Add-on*: the Joseki Tutor, Problem Solver, Fuseki Library, Play by Modem, and Game Editor. The *Deluxe Add-on* is sold separately, but requires *The Many Faces of Go* ver. 9.0.

Installation

The Many Faces of Go includes one 3-1/2-inch, DSHD 1.44 MB floppy diskette, while the *Deluxe Add-on* comes on an additional diskette. These diskettes are used to install *The Many Faces of Go* on your hard disk. Contact customer support at Ishi Press should you need to exchange these for another disk format.

System Requirements

In order to run *The Many Faces of Go* on your system, the following are the minimum requirements: IBM PC compatible, 640K RAM, 3 MB free hard disk space, CGA/Hercules/EGA/VGA graphics, DOS 3.2 or better. The *Deluxe Add-on* requires another 4 MB of free hard disk space. For best performance, the following are recommended: mouse, 386 or better CPU, 1 MB+ RAM, VGA graphics, DOS 5.0+.

NOTE: Before you attempt to install *The Many Faces of Go* on your hard disk drive, be sure to make back-up copies of your floppy disks. Store the original disks in a safe place.

Installing *The Many Faces of Go* On Your Hard Disk

You will want to install *The Many Faces of Go* on your hard disk for speed and ease of access. You can accomplish this by inserting the single 3-1/2-inch disk and running the INSTALL program. *Do not* simply copy the files from the floppy onto the hard disk!

To install *The Many Faces of GO* on your hard disk:

1. Insert the installation disk into drive A.
2. Type: A:\INSTALL and press enter.
3. Enter your name in order to register the program to you.
4. Choose Q for Quick Installation or C for Custom Installation.

Be sure to include the drive letter (A:\) before the INSTALL, or you may execute some other install program on your hard disk.

Quick Installation creates a directory called \MFGO3 on your hard disk, and copies the program files to that directory. It also creates a batch file called MFGO.BAT in your DOS directory which allows you to run *The Many Faces of Go* from any directory. If the defaults chosen by Quick Installation are not correct, try Custom Installation.

Custom Installation allows you to install *The Many Faces of Go* to a different drive or directory. Type the full path name of the directory including the drive letter (for example, D:\GO\MFGO3). Then choose whether you want to have INSTALL create a batch file for you.

The installation program will detect if your computer does not have enough free memory to run *The Many Faces of Go*. It will then ask you if you want to create a clean boot disk. See the section on Creating a Clean Boot Disk on page 47.

The Many Faces of Go is now installed on your system. To run the program, use the following procedure:

1. Type: CD \MFGO3 and press enter.
2. Type: MFGO and press enter.

Alternately, INSTALL can create a batch file which allows you to use *The Many Faces of GO* from any directory by typing MFGO.

Installing the *Deluxe Add-on* onto your hard disk is done the same way. *The Many Faces of Go* must already be installed, and the *Deluxe Add-on* must be installed in the same directory. To run the *Deluxe Add-on*, use the following procedure:

1. Type: CD \MFG03 and press enter.
2. Type: DELUXEGO and press enter.

Alternately, INSTALL can create a batch file which allows you to use the *Deluxe Add-on* from any directory by typing DELUXEGO.

How To Setup *The Many Faces of Go* for Play

Once you have familiarized yourself with the basic rules of Go, you can begin playing *The Many Faces of Go* immediately. To simplify play even further, *The Many Faces of Go* includes an on-line help feature designed to provide quick answers to your questions as you play. This section explains how to use each of the major features of the program.

After you initialize your system and load *The Many Faces of Go* into memory, you will see the title page. Press any key to continue until you reach the setup screen.

The setup screen is divided into two separate menus: one in the upper right-hand corner and one in the lower left-hand corner. Each of these menus is described in the following sections.

NOTE: No matter where you are in the program, you can always make a menu selection by either pointing at the option you want with the mouse, or pressing the function key indicated. F1 is always Help and F10 always allows you to exit the program to DOS. On some menus one or more of the options may not be available at some times. In those cases, the unavailable menu items will not appear.

Options Menu

The upper right-hand box allows you to configure the game to your system and to your liking. Highlight an option to modify by pointing at it with the mouse or using the up and down arrow keys. Select a value for the option with the left and right mouse buttons, the left and right arrows, the F2 and F3 function keys, or by typing the first letter of the value.

Graphics Type. The first item lets you specify the type of graphics card you have installed. Choose the card type that most closely matches the one installed in your own system from the following list of options:

- VGA (640 x 480)
- EGA (640 x 350)
- CGA (320 x 200)
- Laptop (inverse mono CGA)
- MCGA (320 x 200)
- Monochrome VGA
- Hercules
- Monochrome CGA
- Tandy (320 x 200)

Note that if you have Hercules monochrome graphics, you must run `MSHERC.COM` or the batch file `GOHERC.BAT` first.

Board Size. You may select any odd number from 9 to 19. The default setting is 9. Beginners are encouraged to start out on a 9 x 9 board and gradually work up to the standard 19 x 19 size.

Handicap. You may select from 0 to 29 stones as black's handicap, depending on the board size. For example, on a 9 x 9 board, the maximum number of handicap stones permitted is 4. On a 19 x 19 board, up to 29 handicap stones are allowed.

Score with Komi. This option determines whether or not points are given to white in even games since black has the advantage of the first move. Komi is usually 5 1/2 points, except under GOE Chinese rules, which gives 8 points.

Computer Plays. You may assign the computer to play white, black, both sides, or neither. Since black always moves first, whoever takes black has a slight advantage. New players are encouraged to select white for the computer. You can select "both" to watch the computer play both sides. If you wish to play another human opponent, select "neither."

Playing Level. The playing level controls how many moves ahead the computer looks in determining its next move, plus its use of certain analysis algorithms. The higher the number selected, the more difficult the computer opponent will be. However, it will take longer to make its decisions. Each level takes about 50% more time to play than the previous level.

Unlike a video game, you do not want to learn to beat the lowest levels first before moving on. Instead, use handicap stones to adjust the

difficulty. You should play at the highest level which gives you a comfortable response time. *The Many Faces of Go* has 7 levels, the *Deluxe Add-on* 10. The default level is 3.

Beep for. This option lets you control whether the computer beeps whenever an atari situation arises, after it completes a move, or not at all.

Highlight Last Move. This option highlights the last move played, either with a box or the move number. This is especially helpful near the end of the game.

Randomize Moves. By randomizing the computer's moves, you can add some variety to the game. When two or more moves would be equally effective, this option lets the computer select randomly from them.

Rules. You may choose Japanese, Chinese, American or GOE Chinese rules. There are a slight differences between them in scoring and komi. In addition, under GOE Chinese rules, you may place handicap stones anywhere on the board, and commit suicide. The tutorial describes the differences between the various rules.

Archive Games. When the Archive Games feature is on, your game will automatically be saved to disk.

Skip Intro Screens. This option lets you skip the opening screens.

Show Lookahead. This option allows you to watch *The Many Faces of Go* think about possible moves. Although this option slows the program down, it can be instructive to watch.

The *Deluxe Add-On* adds these features to the Options Menu:

Two Player by Modem. This option allows you to play Go over a modem with a friend.

Modem Port/IRQ. This option selects the serial port and interrupt to use. The options are: COM1, COM2, COM3 and COM4. The IRQs for COM1 and COM2 are pre-set, for COM3 and COM4 you can select IRQ3, IRQ4, IRQ5 or IRQ7.

Baud Rate. This option sets the speed of your modem. Both modems must be set to the same level. Although 9600 is the highest speed, so little data is transmitted that a faster modem speed hardly matters.

Setup Menu

The lower left-hand box on the setup screen gives you access to the game's many features. You will often return to this menu in order to use the various features of *The Many Faces of Go*. Each of these options is described in the order it appears on the menu.

Setup Help F1. When you press the F1 function key, a help screen appears that explains how to configure the program.

Previous Choice F2/Next Choice F3. These two function keys provide an alternate way to select items on the options menu on the upper right.

Save Setup F4. This option saves the setup choices you made on the upper menu.

Restore Game F5. Allows you to reload a game in progress previously saved on disk, or any file stored in the "Ishi standard" format, and continue play. You may have to reset any options you want.

View Game F6. Designed to help you study by reviewing completed games, this feature lets you read in from disk any file stored in the "Ishi standard" format. You can then review the game, move by move. This includes sample pre-recorded games provided in *The Many Faces of Go* and other collections available from Ishi Press. Refer to "Using the View Game Option" on page 33 for more information on this feature. The *Deluxe Add-on* includes 100 additional professional game commentaries.

View/Edit Game F6 (*Deluxe Add-on only*). Allows you to record and edit your own games, with commentary, alternate lines of play (called variations) and marks on the board (stone numbers, triangles, etc.) See pages 41-44 for more details.

Problems F7. Allows you to play through selected problems stored on disk. See the section on Learning Tactics and Strategy by Solving Go Problems on pages 36-37 for more details on this feature.

Go Tutorial F8. When you select this option, you will see the tutorial screen. Pressing the up and down arrow keys lets you page through the text, or you may skip directly to one of the options listed on the sub-menu by pressing the corresponding function key. You can also gain access to the Go Tutorial during a game simply by selecting the F1 Help function key. (See Go Tutorial Menu below.)

Play Go F9. Lets you begin a game. This feature is described in detail in the Playing Go section, page 29.

Quit to DOS F10. Allows you to exit to DOS.

Using the Go Tutorial

The Go tutorial included with *The Many Faces of Go* teaches the rules and basic strategies of Go. The tutorial assumes Japanese rules, which are the most commonly used in the West, but also addresses the other rules. It must be emphasized that in regular play, the choice of rules hardly ever matters. After you complete the tutorial, you may want to study the problem sets, which explain in detail the basic tactics and strategies of Go.

While in the tutorial, a menu will appear in the lower left which allows you to move quickly to any part of the tutorial. Typing down arrow or just about any other key will bring you to the next page of the tutorial. Typing up arrow will take you back to the previous page.

Go Tutorial Menu

What is Go? F1. A one page summary of the game of Go.

Example Game F2. An sample game on a 9x9 board with explanations.

Way to Go F3. Shows a detailed version of the rules of Go, along with some sample problems for you to work through.

Advanced Game F4. A more complex sample game on a 13x13 board with explanations.

Rules Summary F5. A brief but complete summary of the rules, including the differences between the various rule sets.

Index F6. Shows a brief explanation of the other items on the menu. This returns you to the main menu of the tutorial section.

Exit Tutorial F9. Returns you to the setup screen (or to the play screen if you entered the tutorial while playing a game).

Quit F10. Allows you to exit to DOS.

Playing Go

When you select Play Go (F9) on the setup screen, the game screen will appear and you can begin a game.

Under Japanese, Chinese or American rules, handicap stones will automatically be placed on the board for you before you begin. However, under GOE Chinese rules, whenever you begin a new game, the game board on the right-hand portion of the screen will be empty of stones. If you are playing black and you have chosen to take any handicap stones, you will be prompted to place these on the board before white moves.

To place a stone on the board, you may use the mouse or the cursor keys to point to the intersection where you wish to place your stone, then click the mouse button, or press enter. If you have selected the “highlight last move” option on the setup screen, the most recently placed stone will be marked with either a box (eg., ⊗) or the move number (eg., ①).

Below the board is a line of text indicating how many stones of each color have been captured and the position of the cursor on the board.

The left-hand portion of the screen is divided into three boxes. The top box displays various messages and prompts during play. The middle box is reserved for displaying hints on strategy and tactics.

NOTE: The lower menu box initially displays the character for Go. Underneath the symbol, however, is the play menu, which can be uncovered by dragging the mouse over it or by pressing the space bar.

The Play Menu

Help/Rules F1. Brings up a help screen and the help submenu (See Help Menu page 31).

Pass F2. Allows you to skip a turn when you believe you have no further moves to make.

Retract Move F3. Lets you change your mind and retract a move. (When playing against another person, it is generally considered impolite to take back one of your moves.) If the computer has already placed its stone, both stones will be removed from the board.

Why? F4. Provides an explanation for the computer's last move and shows other moves the computer considered. If you put the cursor on a move highlighted by a previous Why or Hint command and press F4, you will see the computer's reasons for that move.

Hint F5. Causes the program to analyze and suggest possible moves. The "A" indicates the best possible move, while the squares show other good moves. Put the cursor on a move (but do not click or press enter) and press F4 Why? to see reasons for that move. The program can take a while to generate hints, so you may prefer to use the Move Ideas option instead, which is much faster.

Move Ideas F6. Lets you select which types of standard moves you would like to see while you play. If you have the *Deluxe Add-on*, this menu also includes the Joseki Tutor and Problem Solver. (Refer to the Move Idea section, p. 30, for more information.)

Change Setup F7. Returns to the setup screen, allowing you to change options (such as the computer's playing level) without exiting the game. Some options, such as board size, cannot be modified during play.

New Game F8. Lets you start a new game. You must choose this option if you want to change the board size or handicap.

Score/File F9. Totals up the points for each side and displays dead stones and unknown territory, and allows you to save a game in progress. See the Score/File Menu for details. However, perhaps the most difficult problem in computerizing Go is in calculating the score. So far, no Go

playing program has been developed that can always distinguish between a living group of stones and a dead group. Because of this, the program may occasionally wrongly identify the status of a group of stones. In such cases, you can change the status of a group by pointing to any stone in the group and clicking the mouse button or pressing enter.

You can use the Score/File option at any time during the game to get an estimate of the current score. Strong Go players regularly estimate the score a number of times during a game in order to select appropriate strategies. Note however that, just as with a human player, the ability of the program to estimate the score will be limited early in the game.

Quit to DOS F10. Allows you to exit the program to DOS.

Help Menu

Go Tutorial F1. Takes you to the Go Tutorial menu (described on p. 27).

Previous Page F2/Next Page F3. Page up and down through the help screens.

Continue Game F9. Returns you to the game in progress.

Quit to DOS F10. Allows you to exit the program to DOS.

Move Ideas

The Move Ideas menu lets you select among certain types of standard moves that you'd like to see while you are playing. Beginners will find this feature especially useful to improve their game. Most of the menu items given are ON/OFF toggles. When the toggle is on, *The Many Faces of Go* will mark plausible moves of that type with a letter on the board. A key showing what each letter means will appear in the comment box. Keep in mind that these moves are not necessarily the best moves, but are usually the moves to be considered.

After selecting which types of moves you want displayed, you can return to the Play Menu and continue your game. The new move ideas will be displayed whenever it is your turn to play.

Move Ideas Menu

Help F1. Gives you Help for the Move Ideas menu.

Joseki Tutor F2 (*Deluxe Add-on only*). Enters the Joseki Tutor. See the section on the Joseki Tutor, pages 39-40, for more information.

Problem Solver F3 (*Deluxe Add-on only*). Enters the Life and Death Problem Solver. See page 41 for more information.

Group Status F4. Marks each stone with the program's best estimate of its strength: A - Alive, S - Strong, U - Unsettled, W - Weak, or D - Dead.

Joseki Moves F5. Marks each joseki move: J - Joseki, F - Joseki Follow up , or X - Bad Joseki.

Fight Moves F6. Marks all the fighting moves on the board: L - Live, A - Attack, C - Cut or Connect, R - Run, S - Surround. This is probably the most useful set of move ideas.

Big Moves F7. Marks "big" moves on the board: I - Invade, D - Defend, N - "Normal."

Endgame Moves F8. Marks standard endgame moves: E - Endgame.

Play Menu F9. Resume play. Move Ideas will continue to be displayed.

Quit to DOS F10. Exits to DOS.

Score/File Menu

These are the functions for scoring, saving, and replaying games. Dead groups are marked. If the program makes a mistake, you can change the status of a group by clicking on a single stone in that group.

Help F1. Help for the Score/File Menu.

Score F2. Redisplays the score for the game just played or reviewed.

Black Points F3/White Points F4. Show the territory captured by black or white, respectively.

Edit Info F5. Lets you change the information to be stored about a game when it is saved: who played, the time, date, location, etc.

Save Game F6. Saves the game displayed on screen. You must specify the filename to save the game to. .GO is the standard file extension for saved games and commentaries.

Replay Game F7. Lets you review the game just played. (You may also save the game to disk and review it later using the View Game option.) When F7 is selected, you are asked for a file to save the game to. Then the Replay Game screen appears. This screen is identical to the View Game screen described in the "Using the View Game Option" section, except that there are no variations or comments. See below for details.

Replay/Edit Game F7 (*Deluxe Add-on only*). As above, but allows you to edit the game just played. See pages 41-44 for details.

New Game F8. Start over with a new game, or return to Setup screen.

Continue Game F9. Allows you to continue the game in progress.

Quit to DOS F10. Exits to DOS.

Using the View Game Option

The Many Faces of Go includes several pre-recorded games for you to study. Using the Game Editor feature of the *Deluxe Add-on*, you can create your own game commentaries. To review these or any other games recorded in Ishi Standard Format, use the View Game option.

When you select View Game F6 on the setup menu, you will first be prompted to enter the file name of the game you wish to read from disk. A submenu, the Read File Menu, also appears (see page 34).

After you have chosen the game file you want to see, the View Game screen appears. This looks very similar to the game screen described in the Playing Go section. As an aid to following the sequence of the game, some of the stones will be displayed with their move numbers. The presentation of pre-recorded games has been developed using the *GoScribe* game editing program (also published by Ishi Press). Like the *Deluxe Add-on*, *GoScribe* allows you to edit Ishi Standard Format game records

(including those created with *The Many Faces of Go*) to insert variations, comments, board marks and other illustrative and instructional notations.

The right-hand portion of the View Game screen shows a game board, while the left-hand portion of the screen is divided into three boxes. The top box displays whose turn it currently is. The middle box is a comment window reserved for displaying information about the game under review. The lower box displays the character for Go, but underneath it is the View Game Menu, uncovered by dragging the mouse over it or by pressing the space bar. This menu is described later in this section.

When you begin, you will always start on the “main line,” the actual sequence of moves played for that game. You will also encounter “variation lines,” which present alternate sequences of moves. Although variations do not actually occur in games, they illustrate what would have happened if some of the moves had been played differently. Whenever there are one or more variations on the current move, the first move of each variation is indicated by a letter on the board.

Read File Menu

The Read File Menu has two parts. The upper part displays all the sub-directories of the current directory. You can change to a sub-directory by selecting one of them with the mouse or cursor controls. Selecting “..” will move you up a directory level. Below the directories is displayed a menu of all files in the current directory with extension .GO. You can choose to read any of these files by selecting one of them with the mouse or cursor controls. You can also type in any drive, path, or file name you wish (followed by Enter). The games supplied with *The Many Faces of Go* are in the GOGAMES directory. There is also a collection of problems and lessons by Chinese Professional 9-dan Zhujiu Jiang in the sub-directory JIANG.

Help F1. Gives help on the Read File menu.

Delete File F4. This will delete the file that is currently selected.

Setup Screen F9. This returns you to the Setup Screen.

Quit to DOS F10. Exits to DOS.

View Game Menu

You can try to guess where the next move was played by pointing to and clicking on an the intersection. If you point and click on the correct intersection, the next stone will appear on the screen. If you guess wrong, the screen will remain as it was. Use the Home and End keys to move to the start or the end of the game or current variation.

Help F1. Help for the View Game Menu.

Variation F2. Lets you jump from the main line or from the variation you are currently in to the next variation, if there is one.

Next Move F3/Previous Move F4. Allows you to step forward or backward in the sequence of moves.

Next comment F5. Skips ahead to where the next comment appears.

Ten Moves F5. Skips ahead ten moves in a game with no comments.

Go To Move F6. Takes you to a specific move number in the main line.

Main Line F6. Returns you to the main line from a variation.

Stop/Quit F9. Allows you to stop viewing the current game. You can continue viewing the current game, view another game, return to the Setup Screen, start playing Go, or exit to DOS. If you elect to play Go, you will start from the current board position of the game you are viewing. This feature allows you to replay one of your own recorded games or to try playing from a position you find in a pro game. If you want to have the computer play one of the sides, first select Start Playing Go, then from the Playing Screen select Change Setup. On the Setup Screen, indicate what side the computer should play and the level of play, then choose F9, Continue Game.

The Many Faces of Go includes all the problems from the book *Graded Go Problems for Beginners, Volume One*. Unfortunately, all four volumes of this valuable series are out of print. The problems are divided into four sections. In addition to the pre-recorded problems supplied with *The Many Faces of Go*, you may wish to construct your own problem files. Since the program reads problems in Ishi Standard Format, you can create problems with the *Deluxe Add-on* or *GoScribe*. *The Many Faces of Go* will read and display them. (Please note that since there are so many problems in the pre-recorded sets, these are supplied in a compressed version of the Format. The problem presenter is capable of using either compressed or regular ASCII files.)

After you have solved all the problems in a series, you will be presented with a score, showing how many problems there were in the series, how many you attempted and how many you correctly solved. Since problems are arranged by topic within each series, you may wish to skip around by using the Select Problem command in the Problem Menu. An index to the problems is included as Appendix E, page 55.

When you select Problems F7 on the setup menu, the Read File Menu (described in the previous section) will allow you to enter the file name of the problems you wish to read from disk.

The Problem screen is very similar to the game screen. The right-hand portion of the screen shows a game board, while the left-hand portion of the screen is divided into three boxes. The top box displays whose turn it currently is. The middle box is a comment window reserved for displaying information about the problem to be solved. The lower box displays the character for Go, underneath which is the Problem menu, uncovered by dragging the mouse over it or by pressing the space bar.

You will always begin a problem in Explore mode. This allows you to try solving the problem on your own by placing stones wherever you wish. As you place each stone, you will notice that it is assigned a number so that you can keep track of the order in which the stones were placed.

When you select Solve Mode, the board is cleared of any exploratory moves you might have made and the problem is displayed in its original form. In addition, one or more lower-case letters will appear at various intersections of the board. These indicate the first moves of various possible solutions to the problem. You can play through these by pointing and clicking (or highlighting and pressing enter) on the intersection indicated. As you play out each solution sequence, the comment window provides an explanation of why each move may be good or bad. These explanations can be particularly useful to beginners.

After you have made a choice, select Next Move to find what the response to that move is. In some problems, it may be necessary to select several moves to solve the problem. After you see the response to your first move, select Next Move again to see the choices for your second move. Choose one of these and select Next Move to see the response. Continue in this way until you have solved the problem. The simpler problems generally require fewer moves to solve.

Problem Menu

Help F1. Provides instructions on how to use the Problem option.

Solve/Explore F2 Toggles between Explore and Solve modes.

Start F3. Return to the beginning of a problem.

Back Up F4. Allows you to take back one move in the problem.

Next Move F5. Moves you forward one move (*Solve Mode only*).

Select Problem F6. Skip to any problem number in the series. Enter the number at the prompt.

Previous Problem F7/Next Problem F8. Allow you to skip forward or backward one problem.

Setup Screen F9. Allows you to select another problem set, Play Go from the current position, return to the Setup Screen, or Quit to DOS.

Quit to DOS F10. Lets you exit to DOS.

The Many Faces of Go Deluxe Add-on

The *Deluxe Add-on* adds several features of interest to more advanced players: 3 extra levels of play (recommended for faster CPUs only), one hundred additional professional game commentaries to study, a Fuseki Library (for studying whole board opening strategies), a Joseki Tutor (for studying standard opening plays in the corner), Life and Death Problem Solver (for determining how to save or kill a group), a Game Editor (for adding variations, marks and commentaries to your games), and Play by Modem (to play Go remotely over telephone lines).

The *Deluxe Add-on* requires *The Many Faces of Go*, and must be installed in the same sub-directory. For instructions on how to install it, see pages 22-23.

The three extra levels of play (8-10) are only recommended for use with faster 486 or Pentium CPUs. At these higher levels, the program reads further and deeper, and so sometimes plays better in tactical situations. Unlike chess, however, tactics are subordinate to strategy in Go, and so the program does not play dramatically better at these higher levels. Use of these higher levels, therefore, is optional.

The one hundred professional game commentaries are installed into sub-directory GOGAMES2, along with the original games. Most of these games have been published previously in *Go World on Disk*, while others are new with this release. Study of professional game commentaries will improve your strategic understanding of the game.

So you can also read game commentaries available free on the InterNet, the *Deluxe Add-on* includes a utility SG2GO.EXE, which converts from the "SmartGo" format to the Ishi Standard format that *The Many Faces of Go* uses. To use it, type SG2GO <files>, where <files> is the list of SmartGo files you want to have converted. The new files will have the extension .GO.

Fusekis are whole board openings. There are four Fuseki Libraries, CLASSIC.GO, MODERN.GO, INDEPTH.GO and AMATEUR.GO in the sub-directory FUSEKI, each of which have been compiled from the opening moves of a few thousand games. Use the View Game (page 33) feature to examine these. The main line in each variation represents the

most popular line of play from that position. When you have reached a board position you wish to play from, stop the current game and play from there. This will improve the variety of play against the program.

Using the Joseki Tutor

The Joseki Tutor lets you try various possible josekis without actually playing the joseki. Josekis are standard sequences of moves that occur in the corners of the board. The Joseki Tutor contains over 45,000 moves. For a sequence of moves to qualify as a joseki, the moves must be logical and natural, with neither side gaining an undue advantage. However, a joseki that works well in one situation may not work so well in another. That is, you must always consider the whole board and how stones in one part of the board relate to stones in other parts of the board. For more information about josekis, please refer to the Ishi Press books *The Second Book of Go*, *38 Basic Joseki* and *The Great Joseki Debates*.

There may be several possible josekis for a given situation. The Joseki Tutor allows you to try each of them, if you wish. The game you are playing is temporarily interrupted while you study the josekis. After you have completed your study, all stones placed on the board during the joseki are removed and you are returned to the game in progress.

Even without the *Deluxe Add-on*, you can still have the program show you valid joseki moves for the current situation. Select Move Ideas F6 from the play menu and then select Joseki Moves F5. The program will mark a "J" for each possible joseki move, an "F" for a joseki follow up move, or an "X" for a bad joseki move. Since you are playing a game, any moves you make are actually played. The Joseki Tutor allows you to explore the various josekis without actually making those moves in your game. You can enter the Joseki Tutor from the Move Ideas menu by selecting Joseki Tutor F2.

When you activate the tutor, the game you are currently playing will be suspended and you will see the joseki screen. However, the tutor will show you only those josekis in the corner in which you had placed your cursor. Therefore, if you want to study the josekis in a particular corner, you should place your cursor in that corner (without clicking the mouse or pressing enter) before you enter the tutor.

Based on the stones currently on the board, the tutor will place a square on any location that represents the first move in a joseki series. Multiple squares indicate that there are several possible josekis to try. In some cases, the tutor will also place an "X" on a point to represent bad moves. This allows you to learn how to punish an opponent who makes a mistake by making such a move. "F" indicates a joseki follow up move, a joseki move that is not urgent and can be played later in the game.

If you have already made several moves in a particular corner before entering the tutor, there may not be any josekis left for you to play. In that case, when you select Joseki Tutor F2, the tutor will display the message: "No Josekis In This Corner," and will immediately return you to the Move Idea menu.

To play out a joseki, simply place a stone on one of the marked intersections. You may continue in this way until you have played out the joseki, or you may erase what you have done and select another joseki series to try.

Alternately, you can select Quiz F7 to test your knowledge of josekis. Quiz turns the joseki marks on the board off. If you attempt to play a move which is not joseki, the program will beep, otherwise the move is allowed.

You may also quit at any time and return to the game in progress. None of the joseki moves you made through the tutor will be saved.

Joseki Tutor Menu

F1 Help. Help for the Joseki Tutor.

Alternate Move F2. Removes the last stone from the board and replaces it with an alternate joseki move.

Next Move F3. Places the next stone in the sequence on the board. If more than one move is possible, the tutor simply chooses one at random.

Back Up F4. Removes the last stone from the board.

Pass F5. Lets you skip a move. This is designed to be used in situations where you play a stone in a location outside the area of the joseki (for

instance, in another corner). The technical name for such a move is *tenuki*.

Leave Tutor F9. Allows you to return to the game in progress.

Quit to DOS F10. Lets you exit to DOS.

Life and Death Problem Solver

The Life and Death Problem Solver allows you to see the program's best estimate of how to save or kill a group of stones. From the Move Ideas menu, select Solve Problem F3. You are asked to choose a group of stones by selecting a stone in that group. The program will then mark with a square all the stones it thinks belong to that group, and try to save or kill those stones depending on whose turn it is to play.

The program marks the move it thinks is most likely to save or kill the stones with an "A," other possible moves are marked "B," "C," etc. For each move, the program also estimates its confidence in the outcome: Success, Likely Success, Ko, Unknown, Likely Failure, or Failure. You can use the Show Lookahead option from the Set up menu to watch the program work out the different variations.

Using the Game Editor

Recording and studying your own games is one of the best ways to improve your playing ability. The Game Editor allows you to record your games, but also lets you to include comments and variations (alternate lines of play). You can record the game on paper, using a score sheet, and transcribe it later, or you can bring a laptop PC with you and record the game as you play it. If you play Go by modem, you can easily save a record of the game. Afterwards you can review the game, note any mistakes, and include the moves you should have played instead! You should seek out a stronger player to help you analyze your games.

To edit a game you are playing or have just finished, first select Score/File F9, then choose Replay/Edit Game F7. The program will ask you to name the file before proceeding. To edit a completely new game, first use the Setup Screen to select the board size and handicap, then choose View/Edit Game F6. At the Read File Menu, simply type the

name of the new file. To edit a game you have previously saved, Select View/Edit Game F6 from the Setup menu. This takes you to the Read File menu to select the game record you want to edit.

So that you do not accidentally edit the wrong file, the Game Editor initially acts like the View Game Option (see page 33). To turn on the editing features, select Edit Game F8. This allows you to add comments and variations, and mark stones on the board. If you do not select Edit Game F8, you cannot make any changes to the game.

Navigating through the game is identical to the View Game option (pp. 33-35). You can move forward and backward through the game record by using Next Move F3 and Previous Move F4. The Home and End keys will move you to the beginning or end of the main line or current variation. You can enter new moves at the end of the main line or current variation by clicking on the point where the move belongs.

The Insert and Delete keys can add or delete moves anywhere in the game. If you insert a new move where a stone is played later in the game record, the second move on that same point will be deleted.

Marking Stones and Points on the Board

Click on a stone to mark it. The first click will mark the stone with its move number (eg., ①). Clicking on it again will mark it with a triangle instead (eg., △). Clicking on a stone a third time will unmark it. If you are in Edit Comment, clicking on an empty point will produce “A,” “B,” “C,” etc., in order.

View/Edit Game Menu

Help F1. Help for the View/Edit Game Menu.

Variation F2. Lets you jump from the main line or from the variation you are currently in to the next variation, if there is one.

Next Move F3/Previous Move F4. Allows you to step forward or backward in the sequence of moves.

Next comment F5. Skips ahead to where the next comment appears.

Ten Moves F5. Skips ahead ten moves in a game with no comments.

Go To Move F6. Takes you to a specific move number in the main line.

Main Line F6. Returns you to the main line from a variation.

Add Variation F7. Lets you make a variation or alternate sequence of play for the current move. Click the mouse cursor on the point where you want the alternative to the current move. Any moves you add will be part of the variation. To return to the main line, select Main Line F6.

Edit Game F8. This option allows you to edit comments, add, insert or delete moves, create variations and marks on the board. If you do not select this option, you can only view the current game.

Game Info F8. Lets you enter and edit information about the game: the names of players, the date and location of the game, etc. This information is displayed as a comment before the first move of the game.

Pass F9. Adds a Pass move to the game record. This can be used to allow one color to play twice in a row in a variation, for example.

Stop/Quit F10. Allows you to stop viewing the current game. You can continue viewing the current game, cancel the edit, save changes, view another game, start playing Go from the current position, return to the Setup Screen, or exit to DOS.

Note that unlike a word processor, any changes you make are automatically saved when you exit unless you cancel the edit.

Adding and Editing Commentary

To add or edit a comment, you can either just start typing, or point and click the mouse cursor inside the comment box. The Edit Comment menu will appear. Any comments you type will appear when viewing that move of the game, just like the comments in the pre-recorded games. The comment box acts like a simple text editor; you can use cursor arrows, backspace and delete, to edit your comments. You can move around inside the comment box by using the Home, End, Page Up and Page Down keys, or by clicking the mouse cursor where you want. Hit Escape or select View/Edit Game F9 to return to the Edit menu.

Lines within a paragraphs are automatically filled with as many words as possible. Paragraphs are separated with blank lines, or a line beginning with a space.

Edit Comment Menu

Help F1. Help for the Edit Comment Menu.

Cancel Edit F2. Cancels editing of the current comment and returns it to its original text, if any.

Clear Comment F4. Clears the entire comment so it is blank.

Clear Line F5. Clears out the current line containing the cursor.

View/Edit F9. Stops editing the comment on the current move and returns to the View/Edit menu. The Escape key also does this.

Playing Go by Modem

Sometimes it can be difficult to find a human opponent to play Go. There may be no Go club in your area, or it may meet at an inconvenient time. Fortunately, the *Deluxe Add-on* includes the ability to use *The Many Faces of Go* to play an opponent over the telephone lines using a modem.

Before you can play Go by modem, you must first set the communication port, IRQ and speed correctly using the Setup menu. If you select COM1 or COM2, the IRQ is set automatically. For COM3 and COM4, your choices are IRQ3, IRQ4, IRQ5 or IRQ7. If you have previously installed a working telecommunications program, you can easily determine the proper settings by examining the setup for that program.

For communication speed, select the highest rate available that your modem can handle, usually 2400 or 9600 baud. Although your modem may be faster than 9600 baud, so little data is transmitted in the course of a game (just moves and comments) that the slower speed does not matter.

Once the proper settings have been established, you are ready to play Go with your opponent, who must also be using *The Many Faces of Go*

Deluxe Add-on or compatible play by modem program. You should call their voice line first, to make sure that their modem and program are ready, and decide who will call whom. Both players must set their modems to the same baud rate.

To call or receive a call from an opponent, first select Two Player by Modem: Yes from the Setup Menu, then select Play Go. You will then be in the Modem Phone Book. You can type names and telephone numbers. Use the arrow keys to move between fields. Any changes or additions you make are saved unless you Quit to DOS. If your mouse is frozen on the screen, then you have selected the wrong COM port, Quit to DOS and try again.

To call your opponent, select a number from the Modem Phone Book, and select Call F2. If your opponent will be calling you, select Answer F3, and the program will answer when your phone rings. One player calls, the other player must answer. The game will be played with the handicap and board size selected by the player who calls.

Modem Phone Book Menu

Help F1. Help for Modem Phone Book Menu.

Call F2. Dials the selected number and connects to your opponent.

Answer F3. Waits for your opponent to call you to connect.

Connected F4. Use this option if you are already connected via modem.

Reset Modem F5. Resets the modem. This option is useful if your settings are correct, but Call F2 or Answer F3 don't seem to work.

Delete Name F6. Deletes the currently selected name and number from the Modem Phone Book.

Previous Menu F9. Returns to the Setup Menu.

Quit to DOS F10. Exits program to DOS.

Once you are connected, the Play Go screen appears. The comment box is divided into two areas, one for your comments, and the other for your opponent's comments. Anything you type is echoed to both players so you can communicate about the game. Both players can play or take back moves of either color. This may seem odd, but it is very useful for teaching or discussing variations in the play sequence. Some professional Go players give lessons over the modem in this manner.

While playing Go over the modem, most of the options of the Play Go menu will work as expected, except that you cannot use the Move Ideas menu, including the Joseki Tutor and Problem Solver. Your opponent will be informed if you ask *The Many Faces of Go* for a hint.

Troubleshooting The Many Faces of Go

Solutions for some of the most common problems are listed below. Please examine them before calling customer support. For more information about troubleshooting *The Many Faces of Go*, see the file `README.TXT` included with the program. If needed, you can call customer support during regular business hours (see the inside cover of this manual for contact information). Some problems may require modifying your `CONFIG.SYS` or `AUTOEXEC.BAT` files. In that case it is helpful if you know how edit a text file. DOS 5.0 or later includes an easy to use text editor called `EDIT`.

Program take too long to make a move. Turn down the playing level. Each level takes about 50% longer to play than the previous level. Select a level that gives you a decent response time. Also, if DOS has less than 550K of memory available, the program takes more than twice as long to move. Try creating and using a clean boot disk.

The program freezes up in the middle of a game. This is usually due to a memory conflict with some odd memory resident program or device driver. Try creating and using a clean boot disk.

I have a Hercules graphics adapter, and the graphics don't work. You must run the `MSHERC.COM` program before running *The Many Faces of Go*. The `GOHERC.BAT` batch file will do this for you.

I'm color-blind and have trouble distinguishing the graphics. Try using one of the monochrome graphics modes. Monochrome VGA looks very nice.

The program ran fine when I installed it, but now when I type MFGO, DOS responds "Bad command or file not found." You need to get into the directory where *The Many Faces of Go* was installed. Try typing `CD \MFGO3` before using the program. Alternately, you can have the `INSTALL` program create a `MFGO.BAT` batch file to do that for you.

My modem won't work. Make sure you have selected the proper COM port and IRQ for your modem. If you have a working communications program, you can examine the settings on that program and use those with *The Many Faces of Go*. Advanced users can edit the `GO.MDM` configuration file which is created by `Save Setup`.

My modem won't connect. Make sure both players are using the same baud rate, and that one is calling, while the other players answers.

Creating a clean boot disk

If the `INSTALL` program detects that you do not have enough memory to run *The Many Faces of Go*, it will ask you if you want to create a clean boot disk. If so, insert a blank formatted disk into the A: drive. First `INSTALL` will copy the system files onto the disk. Then it will create a new `CONFIG.SYS` and `AUTOEXEC.BAT` on the disk by asking you whether you ought to `INCLUDE`, `LEAVE OUT`, or modify various lines in those files. Answer `Y` if you agree with its suggestions, `N` if not. If you are not sure, it is probably best to agree with the program.

For `CONFIG.SYS`, the following device drivers are critical, and must be included: `HIMEM.SYS`, `EMM386.EXE`, `MOUSE.SYS`, and `DBLSPACE`, `STACKER` or other disk doubler or special disk driver you might need.

If `INSTALL` cannot make a good boot disk, you will have to make your own using `DOS EDIT`. First, insert a blank disk in drive A: and format it by typing the command `FORMAT A: /S`. This will format it and make it into a boot disk.

Then type the DOS commands:

```
COPY C:\CONFIG.SYS A:\  
COPY C:\AUTOEXEC.BAT A:\
```

Edit these two files on the A: drive using the DOS Editor. Put REM in front of any lines you think should be left out (this makes DOS ignore those lines, but lets you bring them back easily if it turns out you need them). Exclude any device driver or memory resident program which is not necessary to operate your computer. Add the following two lines to the end of your A:\AUTOEXEC.BAT:

```
CD \MFG03  
MFG0
```

To use the clean boot disk you have just made, insert it into drive A: and re-boot the computer. When you are done using *The Many Faces of Go* and wish to resume normal operation of your computer, remove the clean boot disk, and re-boot the system.

For more detailed information on troubleshooting, look at the file README.TXT. To print this file, use the DOS command:

```
TYPE README.TXT > PRN
```

GLOSSARY

There are many special terms used in the game of Go. Some of the most common ones are explained in the following glossary.

aji Potential (options, possibilities)

atari The threat to capture a stone or a group of stones on the next move. The player who has created the threat usually announces “atari” just as you would announce “check” in chess.

dame Points of no value.

dan A rank give to strong players. Amateur dan ranks start at 1 dan and go up to 7 dan with the difference in strength between each level being equivalent to one handicap stone. Professional dans start at 1 dan and go up to 9 dan, with the difference in levels being, in theory, one third of a handicap stone. See kyu.

eye An open intersection in which you can never be forced to place a stone. A group with two or more eyes is “alive,” whereas a group with only one, or no eyes is “dead” and considered captured.

fuseki The opening moves of the game, usually defined as lasting until the first fight begins.

gote A move not requiring an answer, losing the initiative. Compare sente.

hane A diagonal move played from a friendly stone in contact with an enemy stone.

hoshi A star point. Refers to any of the nine points on the board that are marked with a dot and on which the handicap stones are placed.

jigo A drawn game.

joseki A set sequence of moves (the best moves for each side). A joseki most commonly refers to a sequence in the corner during the opening.

kakari An approach move. That is, an attacking move against a single stone in the corner.

keima A knight's move—when a stone is placed 2 up and 1 over from another stone in the pattern that a knight would move in chess or shogi.

ko A situation of repetitive capture.

komi Points given to white at the start of an even game to compensate the player for moving second.

kyu The rank given to players who have not yet reached dan level. (See dan.) Kyu ranks begin at 30 kyu. The strongest kyu rank is 1 kyu, after which the next level is 1 dan. Not used by professionals in Japan.

miai Points of exchange. Interchangeable alternative moves.

moyo A large framework of territory — potential but not actual territory.

oiotoshi A move that gives atari to a group of stones so that no matter how you defend, the stones remain in atari.

Paduk or Baduk The Korean name for Go.

ponnuki The shape made when a stone is captured by four enemy stones.

seki A situation in which neither of two groups of opposing stones has two eyes, but neither side can attack the other without losing his stones. A stalemate between two or more groups.

sente A move that must be answered or an unacceptable loss will be suffered.

tenuki A play in another part of the board, ignoring the opponent's last move and switching to another part of the board.

tsuke An attachment; a contact play.

Weichi (also Weiqi) The Chinese name for Go.

APPENDIX B

COMPUTERIZING GO: PROBLEMS AND SOLUTIONS

On the surface, Go might seem to be an easy game for a computer to play well. Unlike chess, its rules are few and simple, and all pieces are of equal value. But when it comes to the game's strategy and tactics, things get more complicated. One reason is because in Go material gains are strongly linked to strategic considerations. A tactical success, such as the capture of a large group of stones in one part of the board, may in fact be a game-losing blunder.

Another factor that makes Go difficult to program is that there can be anywhere from 100 to 300 possible moves to consider. While chess programs make an exhaustive whole-board search, the number of possible combinations of moves in Go is so large as to make this approach impractical.

In developing the program, the most important consideration was how to organize the program's Go knowledge so that it could be accessed quickly. *The Many Faces of Go* has 250 major move suggesting rules, most of them the result of several sub-rules. It also has a 45,000-move annotated joseki library and a database of over one thousand patterns. Three different territory evaluators are used in different circumstances — one for secure eye space, one for liberties and one for influence.

Each of these components belongs to one of three major program parts: the data structures for representing Go knowledge, the evaluation function for determining the score and the move selection function.

In evaluating a position, *The Many Faces of Go* first locates strings of stones and their liberties. For each string, it then decides whether it could be tactically captured if the same color were to move next. If so, the string is marked "dead." Next it looks to see whether the string could be captured if the opposing color were to move next. If so, the string is marked "threatened."

The Many Faces of Go analyzes all eyes on the board and assigns them to groups. The program also checks the diagonals of small eyes to decide if they are false. It then calculates the value and potential of each eye and finds all territory that is not already counted as an eye but is completely controlled by each group. For instance, if a group has an eye plus space for two eyes, it is marked "alive."

Once the program has calculated the strength of each group, it radiates the group's influence to determine where the territory is. Influence is radiated independently from each stone and summed up at each point. The influence function falls off linearly with distance and does not go through stones or connections.

The move selection component includes over 250 reasons for making a move. Each reason comes with a bonus value, a guess value, a minimum aliveness, and an indication of which group is being attacked or defended. The moves are sorted by the guess value, and some number of them is tried, depending on the playing level selected. After a move is tried, the program checks it against the rules. For example, if the rule is "make an eye to save an unsettled group," and after the move, the group is still unsettled, the move is rejected.

Despite its simple rules, Go is an extremely challenging artificial intelligence problem. Making Go programs is an evolving science, but even with the million dollar prize that has been offered for a program that can beat a professional Go player, progress is slow. It is likely to be many years before Go programs can begin to approach the master level.

APPENDIX C

SUGGESTIONS FOR FURTHER READING

To improve your Go game, we recommend that you consider reading the following books. Ask for them at your local game store or book store. All of them are also available directly from Ishi Press International, 1702-H Meridian Avenue, #193, San Jose, CA 95125. In addition to the books listed below, Ishi Press offers many other selections on various topics in Go strategy, as well as an extensive collection of professional games in both computer and non-computer formats.

Before tackling more advanced topics, begin with the following introductory books for in-depth studies of the rules, terminology and basic strategies of Go:

The Magic of Go (*ISBN 4-87187-0-041-3*)

Covers the rules and basic strategy, plus background information on the history and culture of the game.

The Second Book of Go (*ISBN 4-87187-031-6*)

A complete survey of elementary tactics and strategy, providing a basis for understanding more advanced books.

Intermediate Books

The following is a small selection of the intermediate books available. A full book catalog is included with *The Many Faces of Go*, or contact Ishi Press International.

Opening Theory Made Easy (*ISBN 4-87187-036-7*)

Correct opening techniques for the novice player.

Twenty strategic principles to improve your opening game.

All About Life and Death, volumes 1 & 2

(*ISBN 4-87187-042-1*) and (*ISBN 4-87187-043-X*)

Covers basic, intermediate and advanced techniques for saving and killing stones.

ADDITIONAL RESOURCES

The American Go Association supports tournaments and Go clubs, maintains a list of players, provides ratings, supports educational efforts, and publishes a quarterly, *The American Go Journal*. Their address is P.O. Box 397, New York, NY 10013, e-mail: wjh+@andrew.cmu.edu.

The *ImagINation Network* (INN) provides on line game players for IBM-PC owners with a modem. They have Go, Chess, Checkers, Othello, Bridge, Cribbage, Hearts and other games. Call 1-800-SIERRA-1 to sign up.

The Michael Redmond Cup is a nationally organized tournament to promote youth Go. The winners of local youth tournaments compete in play-offs via the InterNet Go Server, and the winners play a final match at the annual United States Go Congress in August. For more information, contact None Redmond, 916/265-0389, or e-mail at 74243.1426@compuserve.com.

The InterNet newsgroup *rec.games.go* carries a discussion of Go strategy, history, problems, game records and news about the world of Go. You need to have both InterNet and UseNet newsgroup access in order to read *rec.games.go*. For more information, contact your local InterNet provider.

You can play Go with opponents all over the world using the **InterNet Go Server (IGS)**. You need to have both InterNet and *telnet* access, as well as a client program (such as *pcigc*, *tcigc*, or *winigc*) which are all available as shareware via *ftp* from the Go archives listed below. *The Many Faces of Go* is not a client for the IGS. For help and more information, consult the newsgroup *rec.games.go*.

There is an incredible amount of information available through *ftp* from the **Go archives** at bsdserver.ucsf.edu. This includes hundreds of game records and commentaries (mostly in SmartGo Format), essays, problems, lessons, lists of clubs, and shareware programs for Go, including clients for the InterNet Go Server. For more information on how to use the Go archives, contact adrian@bsdserver.ucsf.edu.

APPENDIX E

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***The Many
Faces of Go
version 9.0
Proof of
Purchase***